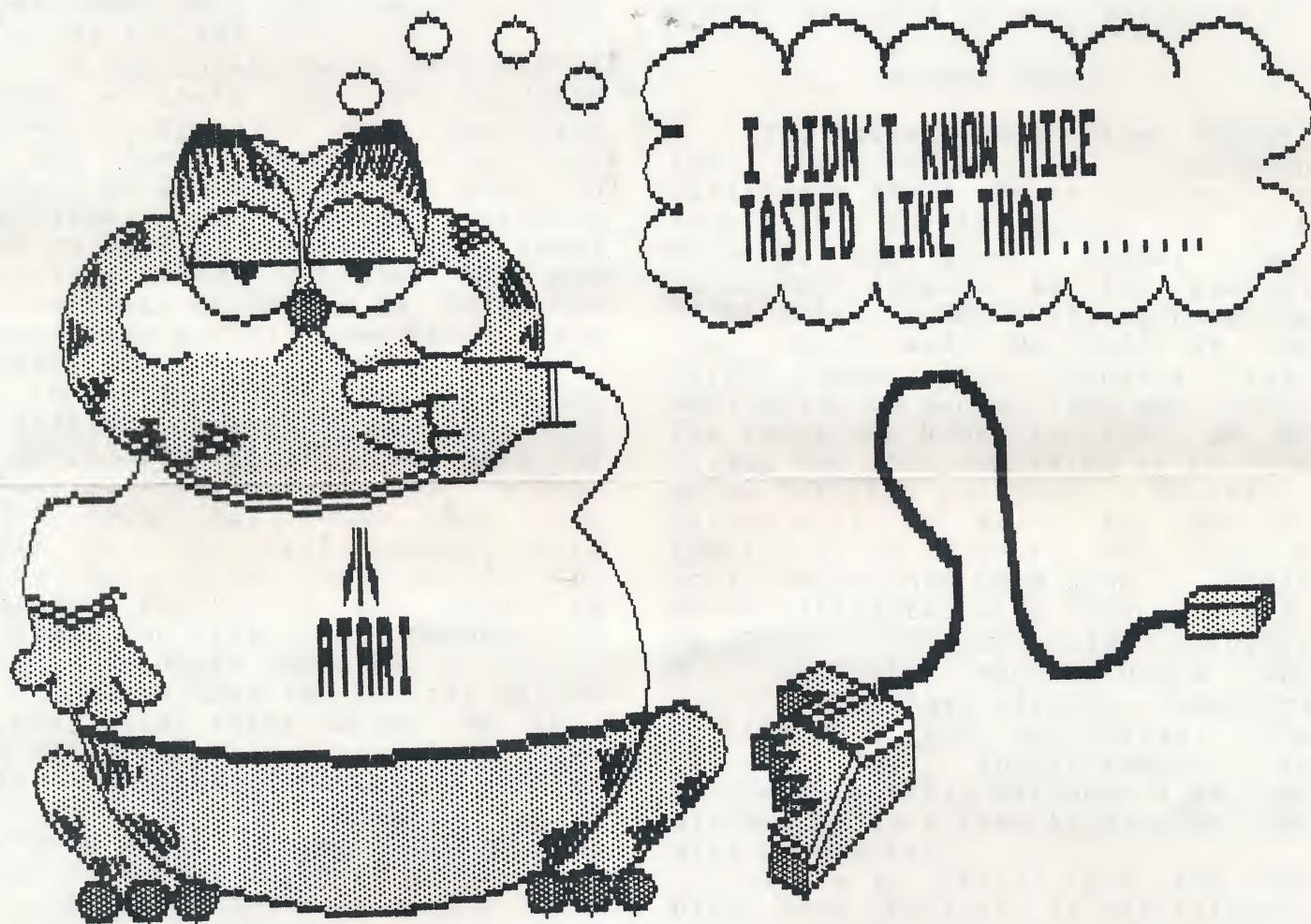


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The Newsletter of the San Diego Atari Computer Enthusiasts



• IN THIS ISSUE •

- THE FIRST 3 DAYS OF CES
- A -BITTER CONFLICT
- TYPE IN PROGRAMS
- AND MUCH MORE

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PRESIDENT'S NOTES

Hello again, here it is the middle of the summer again. The time when we all go out and enjoy the outside world and the best that San Diego has to offer (don't we?). A lot of little newsworthy items seem to be happening this month so I will try to get everyone as up to date as possible in the world of Atari.

On the national side of the scene, Atari has introduced a new product. A modem, 300/1200 baud, Hayes compatible for only a list price of \$99.95!

On the local scene, it looks as though a shake out of computer stores is happening. Most important to the Atari community is the closure of Compu-Phone. No word on specifics, but growing evidence that we need to support our local retailers. Also Computer Age and the Software Center's in both the Kearny Mesa and Pt. Loma Areas have closed.

Other than outright closures, we Atarians have suffered the loss of retail support from the chain of Gemco stores as well as Target. Gemco apparently feels that the Apple IIc clone will produce more sales for them than would the Atari's. Target, I am told is dropping the Atari line because of chronic hardware failures.

I think that two factors may be at play here. First might be that the sales people may not have been able to determine whether or not the problem is in the hardware or is operator error. Second might be the abuse of Target's return policy.

On the bright side of the news Toys-R-Us carries the Atari line again. Including the new 65xe for only \$99.95. Also in stock is the color 520ST's. Federated also is back in the Atari business. This time only with the ST's. Computer Outlet has expanded, they have opened a second store in the San Marcos area. The Price Club on Morena has a 15 pack of 3.5" disks with a plastic storage box for only \$19.95.

I'd like to announce the addition of Ray Main as the 8-bit program chairperson and Don Stone as

8-bit Co-SysOp for the club BBS. Ray will bring to the meetings a broad base of Atari knowledge and direction. Don will assist in the daily chores of maintaining the BBS download files for the 8-bit side of things.

I'd like for all of us to say thanks for your time in helping to make SDACE a great group to belong to.

Well I think that's about all the news that I can think of at the moment. So until we next meet....

ACENET NEWS

The latest news from ACENET, the consortium of Southern California ATARI Users Groups, is that ATARI, in the person of Jack Trameil, has given formal (and financial) support to the planned ATARI FAIR. ACENET will sponsor the Fair, which will be held at the 11,000 square foot Glendale Civic Auditorium on August 15th and 16th. The hours are Noon to 8:00 pm on Friday the 15th and 10:00 am to 5:00 pm on Saturday the 16th. Admission prices will be \$3.00 for General Admission, or \$2.00 if you have a valid Membership Card from a Users Group affiliated with ACENET (Such as SDACE). Several major hardware and software manufacturers and distributors have already committed to attending and exhibiting. The lineup for entertainment is progressing well, although I am not allowed at this time to divulge who will be present.

There is still room for San Diego area retailers to participate, if they want. The basic booth is 8 x 10 feet and includes 3 tables, 2 chairs, drapings and frames and a 5-position power outlet. Overnight security will be provided. The cost is \$150.00.

There will be a SYSOP Booth, with remote BBS installed, to introduce newcomers to the world of telecommunications.

More details will evolve from the mid-July meeting of ACENET, but you will have to read these on the SDACE BBS! Contact Buck Bragunier at 582-2730 if you have further questions.

CALENDAR OF EVENTS

SAN DIEGO ATARI COMPUTER ENTHUSIASTS

First Thursday of the month at 6:30 pm
North Park Recreation Center
Adult Center

SAN DIEGO COMPUTER SOCIETY

Third Saturday of each month
12 noon: swap meet
1:30 pm: meeting
Mesa Collage, Apollo Theatre

ST SIG

Third Monday of each month at 6:30 pm
North Park Recreation Center
Social Room

ATR 8000 SIG

Fourth Wednesday of the month at 7 pm
See map for more info

XE CONSOLE KEY FIX

The following information is based on articles in the April/May SBACE GAZETTE and the May CHAOS. If your XE's START, SELECT, or OPTION keys start to fail to work properly the following fix is the best and most permanent yet. It requires soldering three 3K (3,000) ohm 1/4 watt or smaller resistors between ground and the connector terminal going to these keys. Seems the contact resistance of the keys when pressed becomes just a bit to high to let the computer respond. A 3K resistor in parallel with the switch contact provides the needed extra current for proper operation. Remove the 4 screws that hold it together and remove the top half of the case. Lift out the keyboard and GENTLY unplug the ribbon keyboard cable. DO NOT OPEN THE KEYBOARD. Remove the mother board. Remove the top and bottom metal shields by CAREFULLY straightening the bent tabs that go through the board. The keyboard connector has 24 terminals. When seen from the top as you would normally look at the computer, connection

ATR MEETING

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HEAVENLY

CARLTON OAKS
GOLF COURSE

CARLTON
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CUYAMACA

MEETING: MISSION GORGE
7:00 PM WEDNESDAY AFTER ATARI CLUB
MEETING PHONE 562-6235 FOR INFO

HARDWARE SIG

Each Saturday, times to be announced
4405 Hedionda Ct.
Call 483-4697 for more info

BASIC SIG

Call 223-6378 for more info
Meetings held in the Ocean Beach Area

#1 is at the left and #24 is at the right. Connection #3 is ground, #21, #22, and #24 are START, SELECTION, and OPTION. On the BOTTOM of the board solder one end of the 3 resistors together and then to pin #3. Solder one each of the free ends to pins #21, #22, and #23. Be VERY careful with the heat! To much will weaken the connector contact springs and you will need to buy a new computer. Tape the resistors to prevent shorting to each other or the shield, if necessary. Put the machine back together and test using the following program:

10 PRINT PEEK(53279):GOTO 10

You will see a row of 7's. Press OPTION. They should be 3's. SELECT gives 5's and START gives 6's. Combinations give other numbers from 0 to 7. This has permanently fixed the problem on dozens of XE's. These instructions are brief on purpose. If you can't follow them or are not an expert solderer, then stay out of your machine and let an experienced person fix it.

ATARI VS. ATARI
OR
THE BATTLE OF THE BITTER BYTE

The purpose of this article is to look at the controversy surrounding the strong feelings between 8-biters and 16-biters. Not only is it currently brewing within SDACE but also in the majority of user groups throughout the country. SDACE is not alone in their attempts to deal with and solve this turmoil of the "new guy on the block."

It has been a year since the ST was available to the consumer and sales have been going well for Atari Corp. Atari had a machine which changes its image as a "game machine" company. The ST was a new kind of computer, different than the 400/800/XL/XE computers. One need only log onto CompuServe or GEnie to see that both of these services have separated the 8-bit from the 16-bit. Some user groups have also or are considering the separation of the two types of computers. The Atari oriented magazines are also separating their reporting of the two machines. If fact, I feel that the only thing in common with the ST and 8-bit machines is the name ATARI. I think that if we begin to understand this, we will be much closer to some resolution within our group.

But... the fact is that there are problems in Atari-land. The feeling is that the ST is receiving preferential treatment by Atari Corp. and user groups. I do not think that it is a case of the haves and have nots. Rather, it is a sense of abandonment that we 8-biters feel. Where does this come from? Well, let us look around.

Locally, within the past year, it has been more difficult to find quality 8-bit software. Stores have closed out their Atari line. In the same year many stores have begun stocking the ST as well as software. Many of these stores would not dream of stocking an Atari product prior to the ST.

SDACE has created an ST SIG which is appropriate. The feeling of unfairness comes to a head because

the ST group actually has two meetings, their own and one at our regularly scheduled meeting. There is the feeling that club leadership has become uneven, favoring the ST. That demos and information are of an impromtu nature rather than carefully planed.

Atari Corp. itself has contributed to this separation. It seems that they have always had a fickle relationship with Atari users in general. Promises not kept, delayed dates of hardware and software and on/off again services to name a few. Yet, 8-biters see Atari Corp. putting and making money and reputation from the ST. It feels as though the rug has been pulled from under the feet of "loyal" Atari users.

Much of what I have written has to do with the feelings that 8-bit users have. True, it is difficult to categorize and quantitate feelings but they are real and must be recognized for what they are. It is too easy to say, "You guys are just jealous" or "I really don't know what your complaining about." Not recognizing or discounting what the Atari 8-bit community feels only augments the gap. It is up to leadership (at all levels) to try to understand these feelings.

Now, what are the 8-bit users able to do. First and foremost, stop complaining so much. Unfortunately, some of this bitter-ness rest squarely on your shoulders. We feel the unfairness and hope that somehow it well magically resolve itself. Well, I'm telling you now, don't waste your time waiting. I believe that many people take the roads of least resistance and complaining is one of those roads. The following are some of the ways to bring about a better feeling for the 8-bit user.

Locally, take an active interest in the club. To be honest, there is a great deal of apathy and cliquishness within SDACE. Do something and share it with the members. After all, is that not part of the purpose of having a user group. Some areas that I see the 8-bit machine going are those of hardware modification, robotics and

external environment interfacing. These are excellent areas to use and continue learning about your 8-bit machine. Those 400/800/XL/XE's have more life and future in them than you think.

Write letters to Atari Corp., local retailers, and software distributors. The power of the pen (word processor?) can be truely amazing. Support local retailers and encourage others to carry quality software. And, while I'm on the subject, buy some software. Income to the distributor ranks up there with the "power of the pen" adage.

So what are we to do about this problem. My suggestion is to have SDACE as an umbrella organization with various SIGs under it. These SIGs would not only be 8- and 16-bit but also BASIC, Hardware, ATR8000, and others. Each SIG would have a chairperson with overall responsibility and direct that particular meeting. This is my proposal.

A controversy is not normally one sided, both sides contribute to the strife. If 8- and 16-bitters want more than just the Atari name on their computers they had best begin to work together. This type of conflict can be hurtful to both sides. Perhaps another purpose for SDACE and other user groups is to open meaningful discussion of this topic.

This article was written in the hopes of sparking discussion and opening those doors to understanding. I hope that I hear some talk of this at the next meeting.

--David Delgadillo
SDACE

P.S. There are some things in this world that seem to be a cosmic joke. Consider what we call ourselves: 8-bitters and 16-bitters. How appropriate for this bitter conflict.

```
5 REM DISK DRIVE SPEED CHECKER
10 REM DESIRABLE VALUE IS 288
20 DIM Y$(20)
30 OPEN #1,4,0,"K:"
40 GRAPHICS 18:SETCOLOR 2,0,0:?
#6:?: #6;"*** SPEED-O-DISK ***"
50 ? #6:?: #6:?"DRIVE# TO BE
CHECKED ?"::GET #1,Y:Y=Y-48
60 IF Y<1 OR Y>4 THEN ? #6;"TRY
AGAIN!":FOR T=1 TO 500:NEXT
T:GOTO 40
70 IF Y=1 THEN Y$="D:*.*"
80 IF Y=2 THEN Y$="D2:*.*"
90 IF Y=3 THEN Y$="D3:*.*"
100 IF Y=4 THEN Y$="D4:*.*"
110 TRAP 120:XIO 3,#2,4,0,Y$
130 ? #6:?: #6;"INSERT ANY DISK IN
DRIVE# ";Y:?: #6:?: #6;"HIT ANY
KEY TO RUN":GET #1,Q
140 GRAPHICS 18:POKE 752,255
150 SETCOLOR 0,8,10
160 SETCOLOR 2,2,2:SETCOLOR 4,0,0
170 POKE 16,64:POKE 53774,64:POKE
580,0
180 ? #6;"* DISK SPEED SHOULD BE
'288' (+-4)*"
196 ? #6;"HIT RESET TO END "
200 RESTORE 300:FOR C=1536 TO 1627
210 READ D
220 POKE C,D
230 NEXT C
240 POKE 1537,Y
250 A=USR(1536)
260 B=PEEK(1662)+PEEK(1663)*256
270 I=INT(24*3600/B+0.5)
280 Z=Z+1:IF Z<2 THEN GOTO 250
290 POSITION 8,5:?: #6;I:GOTO 250
300 DATA 169,0,141,1,3,141,11,3,
169,82,141,2,3,169,62,141,5,
3,32,83,228,169,0,141,4,3,141,
128,6,141
310 DATA 10,3,141,129,6,141,130,6,
133,20,133,19,133,18,32,83,
228,166,20,138,237,128,6,142,
128,6,16,2,105,255
320 DATA 174,129,6,201,18,48,1,232,
232,138,201,24,16,6,142,129,
6,76,44,6,165,19,141,127,6,
165,20,141,126,6,104,96
330 END
```

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ATARI CORP'S BIGGEST BOOTH EVER
CHICAGO CES: THE FIRST DAY
By JACK POWELL

CHICAGO, IL June 1, 1986 --

Atari's exhibit space at the Chicago Consumer Electronics show is the largest seen since the Tramiels took over the company. Walls of monitors displaying Atari software, ranging from ST computers to 2600 game machines, surrounded some 35 third-party developers showing off both 8-bit and ST software.

CES breezed into the Windy City Sunday, opening to brisk crowds. While Chicago natives soaked up the first of the season's hot, humid sunshine, electronics mavens crowded inside the huge McCormick Show Halls off Lake Michigan and ogled the techno-wonders.

As an added bit of Atari nostalgia, a central room contained such coin-operated Atari arcade games, as Asteroids, Dig Dug and Jungle King. Two special display areas were reserved for MIDI and digitizing software. In the MIDI booth, Hybrid Arts showed its many sophisticated products for ST and 8-bit. Activision demonstrated The Music Studio, also available on both ST and 8-bit. The digitizing booth displayed Computereyes for the 8-bit and HippoVision for the ST.

BATTERIES INCLUDED GOES PUBLIC

Michael Reichman, president of the successful Canadian software firm Batteries Included, announced a merger with ITM Corp. This means Batteries Included stock may be publicly traded on the Canadian Stock exchange.

Reichman also said that Russ Wetmore, author of HomePak, has accepted a position with Apple Computers in Cupertino, CA. Whatever he is doing is evidently very hush-hush as Russ said only that he was working in "advanced research production" and would say no more.

Reichman awarded Wetmore a plaque for outstanding achievement in world-wide sales for his HomePak software. Ian Chadwick accepted the award in Wetmore's absence.

THIRD-PARTY DEVELOPERS

Judging from this show, the Atari software business seems very active -- certainly more so than in recent shows. Several companies with Atari booths had their own booths elsewhere on the floor. Later reports will detail the software available from these companies. Meanwhile, the companies are displaying the following products within the central Atari area:

Artworx is showing its bridge programs for both 8-bit and ST, and Hole-in-One Golf for the ST. They also have a new 8-bit program called Peggammon.

Omnitrend -- Universe II for the ST.

Migraph -- EasyDraw.

Zobian Controls -- The Rat, a mouse for 8-bit Atari computers.

First Star Software -- The company that made Spy Vs. Spy and Boulder Dash for the 8-bits is coming out with Comic Strip Maker, a graphics program for the ST.

Activision -- Paintworks, which is their new name for the N-Vision graphic art program created by Audio Light, Inc.

Michtron -- A whole slew of products for the ST, including the Time Bandits game and the SideKick-type CornerMan utility.

Classic Image -- Disk Library and a game called Diablo.

Epyx -- Winter Games and Temple of Aphshai Trilogy on the ST.

MicroProse -- ST version of Silent Service.

Sierra On-Line -- Several animated adventure games. The most recent is Black Cauldron.

Softworks -- BASIC compiler for the ST.

Avila Associates -- Make it Move, an ST graphics animation program, and a gambling tutorial currently called Casino Craps.

Softsync -- Personal Accountant, an 8-bit financial program.

Blue Moon Software -- A collection of GEM Desk Accessories including MacroDesk, MacroMath and MacroManager.

Academy Software -- Typing Tutor and Word Invaders for both 8 and 16-bit Ataris

Spinnaker -- Displaying an extensive line of 8 and 16-bit educational and adventure game products.

American Educational -- A series of educational software for 8-bit Ataris.

OSS -- 8-bit and 16-bit programmer's tools.

ICD -- Some exciting 8-bit hardware, including the ICD Multi I/O Board, a new multi-use I/O board which plugs into the parallel port. (More about this in the next report.)

XLent -- Displayed the entire line of products, including many printer/graphics packages available for both 8- and 16-bit machines.

Haba Arrays -- Get Rich, a financial planning package for 8-bit machines.

FTL -- The creators of Sundog for the ST, are also showing Micro Cookbook and Dungeon Master Adventure.

Britannica Learning -- A series of educational programs for the 8-bit Ataris.

Batteries Included -- A new version of PaperClip for the 8-bit with Spellpack. Thunder, a real-time spelling checker.

Electronic Arts had two Atari booths. One to show off their long line of 8-bit game products and the other to display Financial Cookbook for the ST. According to an EA spokesperson, such EA hits as Golden Oldies will be adapted to the ST, but there EA is not currently planing to adapt Marble Madness to the 16-bit Atari computer.

Corvox -- Voice Master, Atari 8-bit voice recognition software.

SSI -- Booths for both lines of Atari computers and displayed many of its very successful strategic games.

Quickview -- Software author

Paul Heckel showed his Zoomracks ST database program.

Whew! Are there more? Probably. In the next four days, ANTIC ONLINE will bring you a closer look at many of the above mentioned products and companies, and we'll wander away from the Atari area, rub elbows at some parties, and see what's on display elsewhere.

NEW ST MAGAZINE GETS A START

Antic Publishing unveiled its new ST quarterly, START, a combination magazine and disk. Instead of type-in listings, all program listings are on the disk, which is bound into the magazine in a tear-proof envelope.

START is targeted at the experienced ST computer owner. The first issue features a MIDI Sequencer, which records and stores synthesizer song files on disk.

Tom Hudson has written a desk accessory which will store any DEGAS printer driver in RAM, then capture the [ALTERNATE]-[HELP] key combination for a successful screen dump.

Tim Oren reveals the secrets of GDOS and Metafiles. A thorough comparison of available ST Assemblers is contributed by Chris Chabris. And David Small explains why he distrusts computers in "Voodoo Computing."

COMING UP TOMORROW

In tomorrow's report, we'll look at the 80-column adapter for the 8-bit machines, ICD's Multi I/O board, and Make it Move, a new ST animation package.

By the way, I'm writing this story upstairs, right outside the Commodore booths, the only place in the hall where it's quiet enough to concentrate.

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FINALLY, THE 80-COLUMN CARD
CES: THE SECOND DAY
BY JACK POWELL

CHICAGO - 6/3/86

On the second day of the Consumer Electronics Show, we took a closer look at some of the many computer products filling the basement of McCormick Hall West.

Atari's John Skruch, Manager of XE Software Products, showed us the XEP 80 -- the long-awaited 80-column adapter for the Atari 800, XL/XE computers. The adapter is "new-Atari" gray-colored and just slightly smaller than the old Atari 850 interface. As Skruch said temptingly, "It has the same 'footprint' as the 8-bit 3.5-inch drives."

Atari Corp. is still not ready to announce the long-rumored 3.5-inch drives for the 8-bit line. But reliable sources within the company report that the drives will have a capacity of 325K, formatted, and the Disk Operating System will be compatible with DOS 2.5.

The XEP 80 has a standard Centronics parallel printer port in the back, an RCA monitor input, an I/O cord that plugs into either joystick port and an input for its external power supply (which is about the same size as most modem power supplies). The card was demonstrated on a standard green monochrome monitor and the letters looked as crisp and clean as an IBM PC screen display. Atari claims the adapter will also work with a color monitor, but not satisfactorily with a television set.

Built-in software supports the entire Atari internal character set, including special graphics characters, plus the Atari international set and an expanded international set contained in the ROM of the XEP 80's controller chip. The card supports any call which works with the E: device and has such special effects as black on white or white on black,

double-width or double-height characters, and blinking or solid cursor and characters. Skruch said there was a special "burst" mode which printed text to the screen "four times faster" than normal.

Although cartridges such as BASIC XE, from OSS, work with the new adapter, most software will have to be specially adapted for it. Also, programs that use bit graphics will have to try something else, since the usual bit graphics screen fills only half the 80-column screen.

The XEP-80 is expected to reach dealers in late fall with a price tag just under \$80.

ATARI PRINTERS

Ever since Atari displayed the first ST a year ago, it has been showing printers. Only now are the dot-matrix graphics peripherals being shipped, at a price of \$219.95.

The XMM 804 for the ST and XMM 801 XE printer are essentially the same. The 801 is compatible with the Epson medium-resolution graphics mode and contains a built-in interface for the 8-bit machines. The 804 supports up to 1,280 dots per inch and uses a standard centronics cable to link it with the ST.

Though both machines were designed to be as compatible as possible with Epson printers, they are also fully compatible with the earlier Atari 825 printer and are designed primarily as a new, improved printer for those who previously owned the 825.

THE ONE MEGABYTE XE

While many companies have jumped on the ST bandwagon, ICD has been quietly churning out important hardware items for the 8-bits, including a straight-connect modem cable for \$14.95, a low-cost printer connection for \$59.95, and The P:R: Connection, a replacement for the Atari 850 modem interface. The P:R:

Connection (\$89.95) is a small box with one printer port and two modem ports. It gets its power from the computer and works on any Atari 8-bit machine.

Yes, now you can have a 1-megabyte 130XE. The ICD Multi I/O Board plugs into the parallel bus port and sells for \$199 for a 256K version and \$349 for a 1-megabyte board.

Included in the board are a parallel printer interface, a serial printer/modem interface, a printer spooler and a hard disk interface. According to ICD, a standard hard disk can be used with either a SASI or SCSI controller card. The product is also compatible with the Supra hard disk.

ICD's display system was configured with two hard disks and one floppy, with built-in software permitting segmenting of the hard disks. The screen displayed four hard disks at 260K, 10Mb, 9Mb and 3Mb, plus three RAMdisks at 192K, 256K and 512K; and finally the one floppy. Oh yes, and a 64K printer spooler.

ICD said that any DOS can be used with the Multi board. The whole thing sounds like a dream come true for 8-bit power freaks.

RATS, AN 8-BIT MOUSE

Matthew Zobian, of Zobian Software, showed us his baby "the Rat", a mouse for the 8-bit Ataris. Zobian feels the mouse is the "wave of the future" in computers and, because the Atari 8-bit is such an excellent graphics machine, it seems perfect for mice -- or rats.

The Rat comes with its own software, including a graphics program and a cursor control routine. But Zobian realizes he must court other software developers to make a success of his interface. Accordingly, he told us that MTS is developing mouse-compatible Big Picture and Artist Unleashed -- both graphics packages. RAMbrandt, another paint program, and a business management package by Reeves Software are also being adapted to The Rat.

The single-button Rat is an analog mouse which plugs into the joystick. Zobian claims that it is very easy to program. Without accompanying software, the Rat sells for \$89.95.

ANIMATED GRAPHICS FOR ST

Avila Associates, a new company, displayed two new products for the ST at the Atari exhibit area: Make it Move, a graphics presentation utility featuring animation, and Casino Craps, a gambling tutorial. Both are expected in July.

Make it Move lets you grab portions of your DEGAS or NEOchrome pictures and program them into an animated presentation. When we saw it, the program was in the alpha state. Essentially, you can perform functions similar to movie editing techniques, such as wipes, dissolves, fades, cuts and zooms. A single object, grabbed from a screen picture, may be programmed to move along a given path. The same object may also be animated while moving on that path.

Rene De La Brandeis, designer of the program, grabbed a section of a NEOchrome picture and saved it in a special compressed format. He then pulled it up with the Zoom utility, set its beginning and ending coordinates and ran it. The object appeared from the beginning coordinates and smoothly grew to full size while following a curved path to the end coordinates. It looked good!

Casino Craps displays a very detailed, and accurate, craps board designed to teach the user to play craps at Harrah's casino in Las Vegas. De La Brandeis is currently trying to get Harrah's name on the product. He hopes they'll want to use it to encourage people to learn the game. These days, the only craps players are World War II vets, according to Harrah's. Harrah's, naturally wants to change this, and De La Brandeis hopes they'll use his game to this end. "It's a lot cheaper way to learn craps," he said.

LEATHER GODDESSES OF PHOBOS

Infocom threw a party at Chicago's Field Museum of Natural History to announce some new products -- including a sexy space fantasy. We'll have details tomorrow. Stay tuned.

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FIREBIRD DEVELOPS THE PAWN FOR 8-BITS CES - THE THIRD DAY

By Jack Powell

CHICAGO, IL 6/3/86

The 800XL and 130XE are back. If the product displays at the Spring Consumer Electronics Show here in Chicago are any indication, more companies are beginning to support these powerful 6502-based graphics computers, partly due to the enthusiasm their 68000-based sibling is receiving.

The Pawn, the successful -- and difficult -- 520 ST graphics/text adventure, is currently being adapted for the 800 XL and 130 XE and will be released in this country through Firebird Licensees.

The Atari 8-bit version of the game will have all the complexity of its ST cousin and the same incredible parser and graphics, but half the graphic resolution. Programmers at Magnetic Scrolls, the technically sophisticated software development group from Great Britain, are playing with the display list to imitate the ST full color spectrum on 8-bit screens.

The new Pawn will also have a postage stamp-size graphic image sitting in the upper-left corner of the screen to give you an idea of where you are. And for hard-core text adventurers who feel graphics are sissy (and rightfully so) a non-graphics mode ignores the 30 pictures stored in the game.

DATASOFT SUPPORTS THE 8-BITS

Datasoft displayed strong 8-bit Atari commitment with a new line of software. Yie Ar Kung-Fu, a Kung Fu game from Japanese firm, Kjonami priced -- like most of Datasoft's 8-bit products -- at \$29.95 will be available by Christmas. Fight a succession of increasingly skillful warriors until you finally reach a warrior as good as yourself. Datasoft didn't say what happens if you beat yourself.

221B Baker Street, a Sherlock Holmes graphics/text adventure, can handle up to four players. The game includes 30 different cases on one disk and add-on disks are planned for \$14.95 each.

In the underground labyrinth of Mercenary, map and wander the dimensional rooms in this complex 3-D maze game featuring vector graphics. On the planet surface, the game turns into more of a flight simulation arcade game.

Gunslinger is another graphics/text adventure -- this time with a western theme.

Never Ending Story, available now, is a graphics/text adventure based on the fantasy movie of the same name.

The Dungeon Module of Alternate Realities is expected to ship in the third quarter. Datasoft also demonstrated a preliminary version of Alternate Realities for the ST which basically scrolled continually around the street maze. No control and no sound, but the graphics were very clean and detailed. They hope to have it out by September. But with Alternate Realities, you never know.

WHAT ABOUT THOSE LEATHER GODDESSES?

Oh yes -- yesterday we mentioned an Infocom party after the show, Sunday night at the Field Museum of Natural History, a Victorian architectural wonder whose interior looks remarkably like several scenes from the movie Dune.

After standing around, drinks in hand, hobnobbing with dinosaur

skeletons and stuffed elephants, the crowd was instructed to proceed downstairs to the "presentation" room.

Leaving this wonderful ambience, we found ourselves in what looked like a small, corporate briefing room, complete with podium and folding chairs. There the programmers responsible for Infocom's newest games described their products.

Steve Meretzky, co-author of the Hitchhiker's Guide to the Galaxy game and author of Planetfall, has come up with The Leather Goddesses of Phobos, a racy spoof of the pulp sci-fi novels of the 1930s. According to Meretzky, it's "the first Infocom game with sex."

There are three levels of play: Tame, Suggestive, and Lewd. Continuing Infocom's policy of highly entertaining -- and piracy-proof -- packaging, Goddesses will include a 3-D comic book (complete with glasses), and an "enticing" scratch & sniff card, which is essential to completing the game.

ANTI-NUCLEAR ADVENTURE IS "ONLY A GAME"

You're an American tourist in London when you suddenly learn that a hydrogen bomb is about to destroy the city.

This is Trinity, a chilling anti-nuclear text adventure. Written by Brian Moriarty, originally a staff programmer for Analog Magazine and author of Infocom's highly successful Wishbringer, the game places you in historically recreated simulations where nuclear bombs have exploded in the past.

You are given a chance to prevent each one and, if you succeed, eventually work your way back to the first: New Mexico, July 16, 1945. Prevent that and you prevent the whole chain of nuclear history.

This is the first Infocom game to faithfully recreate actual events and locations. It's a bold concept, but Moriarty emphasises it is "only a game."

FEMININE MYSTIQUE

Jim Lawrence, who used to write the Nancy Drew series, and "Witness" programmer Stewart Galley joined forces to create Moonmist. This beginner-level "romantic haunted castle mystery" game is designed to appeal to feminine sensibilities but will, they hope, appeal to both sexes.

NOTED AUTHOR, PROGRAMMER COLLABORATE ON "STARGLIDER"

"Fleet Commander Hermann Kruud sat in a swivel chair in the control room of Starglider One -- the flagship of his invasion fleet -- and stared with brooding, bloodshot eyes at the two sentinel ships that were centered in his hologram field..."

So begins the 70-page novella documenting Star Glider, an ST arcade game currently nearing completion. Programmed by Jez Sans, Starglider is visually similar to Atari Inc.'s coin-operated Star Wars arcade game.

Utilizing laser-like vector graphics, you skim over a surface of green dots and annihilate anything coming into your line of sight. The animation is fast and the feeling of flight excellent. Most objects rotate dimensionally and are animated as well.

Not satisfied with just a programmer's input, however, sci-fi author James Follett was hired and practically lived two to three months with the programmer to write a book based on the game. The game was then readapted to fit the book. The full novella will be packaged with the game. And, yes, you'll have to read the book if you want to succeed with this space challenge.

AND SO, TO BED.

Tomorrow we'll look at an integrated software package for the ST and find out about Penguin's new price drop. They did it before, and it looks like they'll do it again. Stick with us.

NOTES IN THE KEY OF "G"

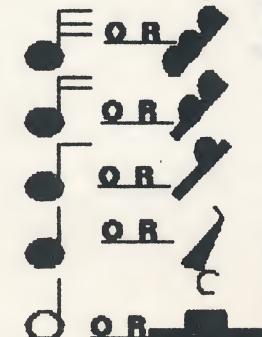
OR....

HELP FOR 'MUSIC STUDIO'

- Chuck Fowler -

Some people, such as myself, bought 'MUSIC STUDIO' to satisfy the musician inside of us. To those people, I hope this will help produce better sounding music. The following HELP chart may be cut out (or copied) and pasted, taped, or glued to your computer:

NOTES RESTS



32nd = 1/8 BEAT

16th = 1/4 BEAT

8th = 1/2 BEAT

4th = 1 BEAT

HALF = 2 BEATS

WHOLE = 4 BEATS



SAME THING!



SAME THING!



SAME THING!

1 AND 1/2 X BEAT VALUE

1/2 OF BEAT VALUE

N.C.

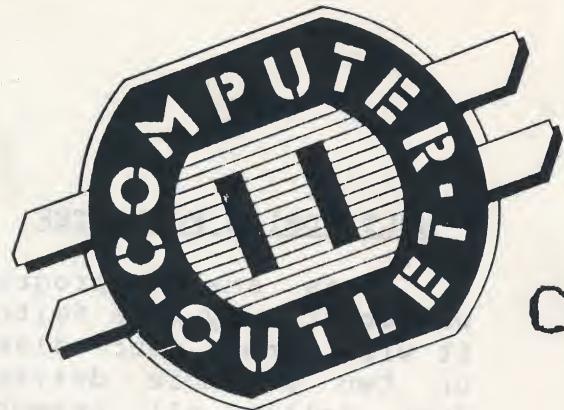
NO CHORD

In the process of programing my own music, I found that not all notes or octave range combinations sounded as good as I had hoped they would. Usually this was solved by either going up or down an octave. If you run out of material, I have had the best luck with music written for the piano(because of the Treble and Bass Clefs). It is possible to get many songs in book form (about \$10), as well as sheet music(about \$2-\$3) for a single song from several sources in San Diego. I usually go to Musicland because it's closest to my home. Now if there were only some place that would rent me a CZ100

MULTI-DRIVE FORMATTER

This small program was written by mike Smith. It will format your disks on two or more drives. Just follow all prompts after typing and saving it. Saves a lot of finger work on the keyboard. Hope you enjoy this one.

```
0 Q0=0:Q1=1:Q2=2:Q6=6:Q10=10:Q120=120:  
0254=254:Q279=53279  
8 POKE 82,Q0:dim C$(Q1),F$(Q10),X$(Q1)  
,DRV(Q1),DRZ(Q1)  
10 TRAP 100:GRAPHICS 00:?"  
":? "The Multi-D  
rive Formatter v2.0"  
13 ? "?" Written by Mike Smith  
"??" "  
"??" Not for use with Atari DOS 2.5!"  
16 ? "?"  
"??" This program is Public Domain!"  
"??" "  
19 ? ?:? "How many drives: ":";INPUT DRV  
:DRZ=DRV:DRZ=DRZ+Q1?:? "How many disk s  
ides: ":";INPUT T:T=T+01  
30 ? "Write DOS.SYS(Y/N)? ":";INPUT CS:  
IF CS="Y" THEN DB=Q1  
35 T=T-Q1:IF T=00 THEN GRAPHICS 00:?"  
The Multi-Drive Formatter v2.0":? ?:?"  
Formatting complete...":GOTO Q120  
40 ? ?:? "Insert or Flip disks(Hit RETU  
RN): ":";INPUT XS  
50 DRZ=DRZ-Q1:IF DRZ=Q0 THEN DRZ=DRV:D  
RZ=DRZ+Q1:GOTO 35  
60 F$="D ":";F$(Q2)=STR$(DRZ):GRAPHICS  
00:?" The Multi-Drive Formatter v2.0":?  
?:? "Disk Formatting: ";F$?:? "Pass: "  
:T  
75 X10 Q254,#Q1,Q0,00,F$:IF DB=Q1 THEN  
F$(4)="DOS.SYS":OPEN #Q2,8,00,F$:CLOS  
E #Q2  
90 GOTO 50  
100 GRAPHICS 00:?" CHR$(Q253);Error: "  
:PEEK(195):GOTO Q120:IF PEEK(Q279)=06  
THEN GOTO Q10  
120 ? ?:? "Press START to re-run":? "Pr  
ess SELECT for DOS"  
130 IF PEEK(Q279)=06 THEN GOTO Q10  
140 IF PEEK(Q279)=05 THEN DOS  
150 GOTO 130
```



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